

AMENDMENTS TO THE CLAIMS:

This listing of claims replaces all prior versions and listings of claims in the application:

LISTING OF CLAIMS:

1 to 7. (Canceled)

8. (Currently Amended) A method of applying a texture map to render a silhouette edge, comprising:

determining a ~~size~~ structure of a texture map area based on an eyepoint vector to the silhouette edge, the texture map area having a width and a height, the ~~size~~ structure of the texture map area being determined so that the width is orthogonal to the eyepoint vector and to the height; and

applying a texture map to the texture map area to render the silhouette edge.

9. (Canceled)

10. (Currently Amended) The method of claim 8, wherein the ~~size~~ structure of the texture map area is determined by:

constructing a ~~normal~~ vector relative to the silhouette edge;

determining a cross product of the ~~normal~~ vector and the eyepoint vector to determine a direction of the width of the texture map area; and

defining the texture map area based on points that are positioned relative to end points of the silhouette edge along the direction of the width.

11. (Original) The method of claim 8, wherein the texture map area is a quadrilateral.

12 to 18. (Canceled)

19. (Currently Amended) An article comprising a machine-readable medium that stores machine-executable instructions for applying a texture map to render a silhouette edge, the instructions for causing a machine to:

determine a ~~size~~ structure of a texture map area based on an eyepoint vector to the silhouette edge, the texture map area having a width and a height, the ~~size~~ structure of the texture map area being determined so that the width is orthogonal to the eyepoint vector and to the height; and

apply a texture map to the texture map area to render the silhouette edge.

20. (Canceled)

21. (Currently Amended) The article of claim 19, wherein the ~~size~~ structure of the texture map area is determined by:

constructing a ~~normal~~ vector relative to the silhouette edge;

determining a cross product of the ~~normal~~ vector and the eyepoint vector to determine a

direction of the width of the texture map area; and

defining the texture map area based on points that are positioned relative to end points of the silhouette edge along the direction of the width.

22. (Original) The article of claim 19, wherein the texture map area is a quadrilateral.

23 to 28. (Canceled)

29. (Currently Amended) An apparatus for applying a texture map to render a silhouette edge, comprising:

a memory which stores computer instructions; and

a processor which executes the computer instructions to (i) determine a ~~size~~ structure of a texture map area based on an eyepoint vector to the silhouette edge, the texture map area having a width and a height, the ~~size~~ structure of the texture map area being determined so that the width is orthogonal to the eyepoint vector and to the height, and (ii) to apply a texture map to the texture map area to render the silhouette edge.

30. (Currently Amended) The apparatus of claim 29, wherein the ~~size~~ structure of the texture map area is determined by:

constructing a ~~normal~~ vector relative to the silhouette edge;

determining a cross product of the ~~normal~~ vector and the eyepoint vector to determine a direction of the width of the texture map area; and

defining the texture map area based on points that are positioned relative to end points of the silhouette edge along the direction of the width.

31. (Original) The apparatus of claim 30, wherein the texture map area is a quadrilateral.

32. (Original) The method of claim 8, further comprising:
detecting the silhouette edge;
wherein the silhouette edge is rendered in a display format that corresponds to a geometry of a three-dimensional model.

33. (Original) The method of claim 32, wherein rendering comprises:
determining an angle between the silhouette edge and an adjacent silhouette edge; and
selecting the display format for the silhouette edge based on the angle.

34. (Original) The method of claim 33, further comprising displaying the silhouette edge in the display format.

35. (Original) The method of claim 34, wherein the display format comprises the texture map

36. (Original) The method of claim 33, wherein the angle is determined based on the silhouette edge and the adjacent silhouette edge.

37. (Original) The method of claim 33, wherein determining comprises:
determining a dot product of the silhouette edge and the adjacent silhouette edge; and
determining an inverse cosine of the dot product to obtain the angle.

38. (Original) The method of claim 33, wherein a first display format is selected if an absolute value of the angle is less than a value, a second display format is selected if the absolute value of the angle is greater than the value and the angle is positive, and a third display format is selected if the absolute value of the angle is greater than the value and the angle is negative.

39. (Original) The article of claim 19, further comprising instructions that cause the machine to:

detect the silhouette edge;

wherein the silhouette edge is rendered in a display format that corresponds to a geometry of a three-dimensional model.

40. (Original) The article of claim 39, wherein rendering comprises:
determining an angle between the silhouette edge and an adjacent silhouette edge; and
selecting the display format for the silhouette edge based on the angle.

41. (Original) The article of claim 40, further comprising instructions that cause the machine to display the silhouette edge in the display format.

42. (Original) The article of claim 41, wherein the display format comprises the texture map.

43. (Currently Amended) The article of claim 40 20, wherein the angle is determined based on the silhouette edge and the adjacent silhouette edge.

44. (Currently Amended) The article of claim 40 20, wherein determining comprises: determining a dot product of the silhouette edge and the adjacent silhouette edge; and determining an inverse cosine of the dot product to obtain the angle.

45. (Currently Amended) The article of claim 40 20, wherein a first display format is selected if an absolute value of the angle is less than a value, a second display format is selected if the absolute value of the angle is greater than the value and the angle is positive, and a third display format is selected if the absolute value of the angle is greater than the value and the angle is negative.

46. (Original) The apparatus of claim 29, wherein the processor executes instructions to:

detect the silhouette edge;

wherein the silhouette edge is rendered in a display format that corresponds to a geometry of a three-dimensional model.

47. (Original) The apparatus of claim 46, wherein rendering comprises:
determining an angle between the silhouette edge and an adjacent silhouette edge; and
selecting the display format for the silhouette edge based on the angle.

48. (Original) The apparatus of claim 47, further comprising displaying the silhouette edge in the display format.

49. (Original) The apparatus of claim 48, wherein the display format comprises the texture map.

50. (Original) The apparatus of claim 47, wherein the angle is determined based on the silhouette edge and the adjacent silhouette edge.

51. (Original) The apparatus of claim 47, wherein determining comprises:
determining a dot product of the silhouette edge and the adjacent silhouette edge; and
determining an inverse cosine of the dot product to obtain the angle.

52. (Original) The apparatus of claim 47, wherein a first display format is selected if an absolute value of the angle is less than a value, a second display format is selected if the absolute

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value of the angle is greater than the value and the angle is positive, and a third display format is selected if the absolute value of the angle is greater than the value and the angle is negative.